

## Preston Basketball Skills Academy Shootout Rules

\* Due to the hardwood floors - **ALL PLAYERS MUST CARRY THEIR SHOES INTO THE BUILDING** - they must show their game shoes at the admission table to be able to play in their game!

\* No jewelry or earrings of any kind is allowed to be worn during any game. (Jewelry cannot have tape covering it- jewelry must be completely removed.)

\*Coaches are responsible for bringing their own first aid kit.

**\*Teams are to bring their own practice balls for warm-ups, only the game ball will be provided.**

\* COACHES ARE RESPONSIBLE FOR THEIR FANS.

\* ANY FAN/ COACH ASKED TO LEAVE THE GAME (OR KICKED OUT OF THE GYM) WILL NOT BE PERMITTED TO ATTEND ANY ADDITIONAL SCHEDULED GAMES!

\* All players must be on the roster before playing in first game with PARENTAL CONSENT.

### Time Clocks

\* Games will consist of:

Two 15-minute halves with a 4-minute pregame warm-up and a 1-minute halftime.

\* Clock will run continuously except for the last 4 minutes of 2nd half, then clock stops on all whistles, free throws and timeouts, unless ahead by 15 points.

\* Clock will stop for all timeouts for the entire game.

\* Overtime periods will be 2 minutes in length with a stop clock on all whistles, free throws, and timeouts.

\* If a second overtime, it will be sudden death – first team to score wins.

### Half Court Defenses

● Teams can play any type of defense entire game.

### Full Court Presses

● Teams can press the last 10 minutes of the game. No pressing if a team is winning by 15 points or more.

### Foul Shots

● Taken if a player is fouled while shooting or when the opposing team has committed (7 team fouls per half = 1 and 1) (10 team fouls = 2 shots).

● All fouls will be counted as a regular game.

● 3/4th grade teams may use the shorter foul line (12' foul line)

● 5th grade may jump over the line (but must start behind the foul line).

● 6th grade must start and stay behind the free throw line.

● Players may not move from their position around the key until the ball is released. If the ball does not hit the rim/backboard, the defense is given possession out of bounds under the basket.

● Players Foul Out after committing 5 fouls.

### Timeouts:

● Each team receives 2 (45 second) timeouts per game –(no roll over timeouts into overtime)

● Each team will receive 1 timeout in overtime.

● We are using the OHSAA rules concerning flagrant technical fouls committed by a player. (A flagrant technical foul will result in game ejection and suspension from the following game.)

● We are using the OHSAA rules concerning two technical fouls called on a coach in a game. It will result in the coach having to leave the building for the game – no exceptions – plus a two-game suspension.

**Pool play will determine if you play in a championship game. 1st and 2nd place in your pool will play a championship game.**

### Tie Breaker

1. Head to Head

2. Point Differential (maximum of 15 per game)

28.5 Sized balls used in the tournament for all divisions.

**\*\* ALL RULES ARE FINAL WITH NO EXCEPTIONS. \*\***

**EACH TEAM MUST PROVIDE ONE SCOREKEEPER.**

**Game Admission will be as follows:** (players & two (2) coaches admitted free. You must sign in at the door on sign-in sheet.)

ADULTS = \$5 per day; STUDENTS (grades 1-12) = \$3; SENIOR CITIZENS \$3; CHILDREN 5 & UNDER = FREE

\*Please notify your parents of the admission cost for the day, so they are prepared. There is a concession stand available too. All proceeds will benefit the PBSA nonprofit organization, which provides basketball training to underprivileged youth in the area.

**\* Doors will not open until 15 minutes before the start of the 1st game of the day.**

\* Games cannot be rescheduled. Game time is forfeit time and we will not hold up games for late arriving teams/players.

\* Games may start up to 10 minutes early if we're ahead of schedule - so be prepared.